CLAIMS:

1. A method of saving power for a mobile rendering device, said method comprising the steps of:

- when said rendering device is connected to a wired network:

a) downloading data via said wired network at a maximum available datarate, wherein said data being to be rendered on said mobile rendering device,

b) storing said data on a local storage means of said mobile rendering device,

c) rendering the received data from said local storage means for reproduction by said mobile rendering device; and

- when said rendering device subsequently is solely connected to a wireless network or not connected to any network:

d) rendering said stored data from said storage means on said display means;

such that data transmission via a wireless network connection of said mobile rendering device is avoided when this is possible.

2. The method according to claim 1, further comprising after step d) a step of

e) continue downloading said data via said wireless connection at a maximum available datarate of said wireless network connection to said storage means.

3. The method according to claim 2, further comprising the step of switching off said wireless network connection upon finishing downloading said data to said local storage means, wherein said data comprises remaining data of a content to be rendered from said local storage means.

4. The method according to claim 1, further comprising the step of requesting said data to be received, wherein said requesting being based upon user interaction.

5. The method according to claim 1, further comprising the step of requesting said data to be received, wherein said requesting being based upon predetermined user preferences.

6. The method according to claims 1 to 5, further comprising the step of indicating the battery status and/or the status of the downloaded data.

7. The method according to any of claims 1, or 4 to 6, further comprising the step of recharging the battery of said device at said fixed location.

8. The method according to any of claims 1 to 7, said data being multimedia content.

9. The method according to any of claims 1 to 8, comprising performing the transition from step c) to step d) without interruption.

10. The method according to any of claims 1 to 9, comprising performing step c) simultaneously to steps a) and b).

11. The method according to claim 1, werein

- the mobile rendering device is positioned in a fixed location when connected to the wired network; and
- used in a mobile environment when solely connected to the wireless network or not connected to any network at all.

12. A mobile rendering device (1) for performing the method of any of the preceding claims, said device (1) comprising

means (10) for repreducing data;

wireless network communication means (17), and

wired network communication means (15),

said means (10, 15, 17) being operatively connected to each other such that said device is adapted to receiving data via either a wireless network in a mobile environment, or via a wired network at a fixed location, from a remote data server for rendering on said display means (10),

said device (1) further comprising a storage means (11) for storing data received from said data server via said wired network (15) or via said wireless network (15), wherein received data in use is rendered on said means for reproducing data from data read from said storage means (11) at said fixed location and in said mobile environment.

13. The device according to claim 12, wherein said device (1) is a portable screen having a battery (13) being recharged at said fixed location.

14. The device according to claim 12, wherein said fixed location is a stand (12) for releasably receiving said device (1).

15. The device according to any of claims 12 to 14, wherein said device is a portable flatpanel television set.